ABSTRACT

A system to enable a person to interact in both a physical world and an electronic world is described. system includes a server that delivers news and information. The server includes a matching process that matches information from a client with information from other hosts that are also sending information to the server. The matching process includes matching wrapper information from a received capsule, the wrapper information including information that determines the use of the information content of the capsule. The system also includes a client user device. The client user device includes a database of personal interests and a process that either offers and/or requests services and information based on the personal interests. The process includes a process to wrap content with control information designating ownership of the content, the time span the content is valid, and rules specifying how content is to be matched.

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